FROM THE CREATORS
OF *THE MARK OF KRI*™

A TANDEM-BASED JOURNEY OF DARK
MAGIC, DISCOVERY AND CONFLICT.

COMING FIRST QUARTER 2005

For all press inquiries, please contact:

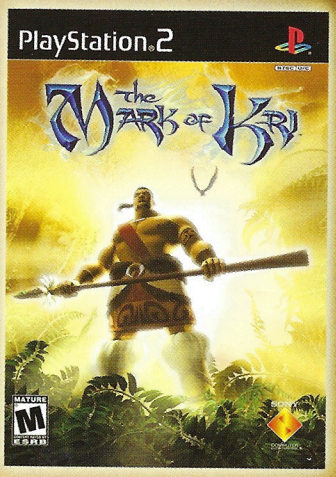
Heather Sorensen
650-655-5234
heather_sorensen@playstation.sony.com

Patrick Seybold
650-655-5904
patrick_seybold@playstation.sony.com

PlayStation 2

Rise of the Kasai is a trademark of Sony Computer Entertainment America Inc. © 2004 Sony Computer Entertainment America Inc. *The Mark of Kri* is a trademark of Sony Computer Entertainment America Inc © 2002 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment America Inc.

Rise of the Kasai™



On The Mark

Defying tradition, ***The Mark of Kri***™ established a unique adventure with its own distinct style and theme. Combining aggressive, brutal battles, calculated stealth maneuvers with an innovative combat system and gorgeous animations, ***The Mark of Kri***™ captivated an extremely enthusiastic and loyal following and garnered awards and praise from the gaming industry.

Awards And Nominations For *The Mark Of Kri*™

- Action Game of the Year, 2002
- 2003 winner in the category of Animation for "The Best Looking Games on PS2"
  — ***IGN.com***
- Finalist for Original Game Character of the Year — Rau
- Finalist for Excellence in Visual Arts

— The 3rd Annual Game Developers Choice Awards, 2003

- Game of the Month, August 2002
  — ***Electronic Gaming Monthly***
- Finalist for Outstanding Achievement in Animation
- Finalist for Outstanding Achievement in Character or Story

— The 6th Annual Academy of Interactive Arts & Sciences Awards, 2003

What The Media Are Saying About *Rise Of The Kasai*™

"If you thought that ***Mark of Kri***'s Rau was fearsome, ***Rise of the Kasai***'s Tati will surpass him in her pure bloodlust."
— Game Informer

"***Rise of the Kasai*** is one of the most anticipated upcoming games on any console."
— IGN.com

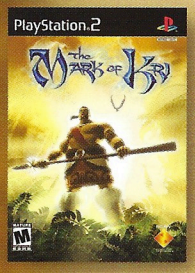
"***Rise of the Kasai*** gives gamers clever, pulse-pounding action in a classic hand-drawn animated style."
— Stuff Magazine

"Following in the successful footsteps of ***The Mark of Kri***, ***Rise of the Kasai*** blends the best of both worlds by combining top Hollywood animators with innovative game makers for a memorable videogame experience."
— Hollywood Reporter

"...its online component will make it one of the most extraordinary experiences you can have through your Network Adaptor."
— GameSpy.com

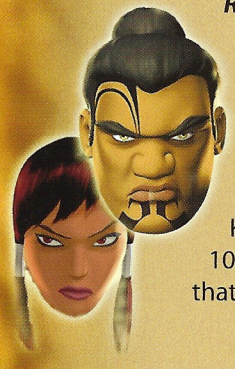
Rise of the Kasai™

What's Your Name?

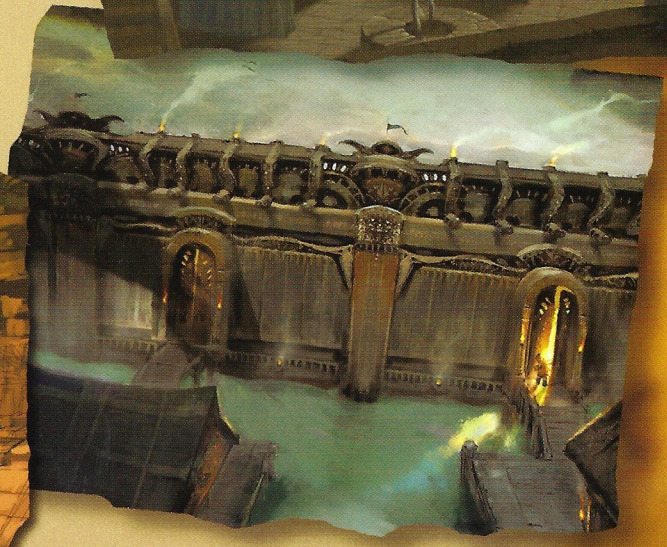


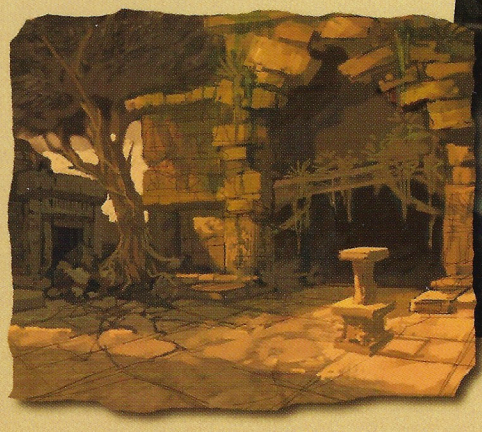
Rise of the Kasai got its name from the storyline and is not a direct sequel to ***The Mark of Kri***. Both those new to the franchise and fans of ***The Mark of Kri*** will be able to get right in to ***Rise of the Kasai*** as they explore new settings that take place before and after the first Kri spell. Offering a game three times larger than the original, ***Rise of the Kasai*** adds a new storyline, new and familiar characters that are each playable with their own weapons and abilities, and all new environments with interactive objects.

A Word To The Rise



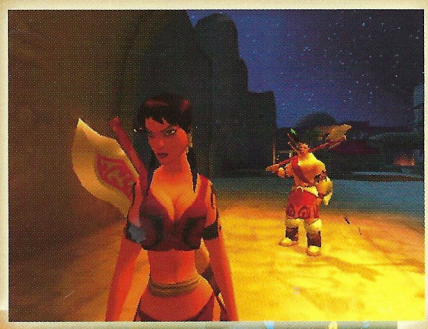
Rise of the Kasai begins with Kuzo, a large black bird who is Rau's trusted spirit guide, being informed that Rau has been killed. As the story progresses, the characters replay significant events in Rau's destiny. Taking place both 10 years before ***The Mark of Kri***'s storyline and 10 years after, Rau joins his younger sister, Tati as they battle the Kasai in search of "the marked" through 10 dynamic levels, taking part in the events that led up to his death.

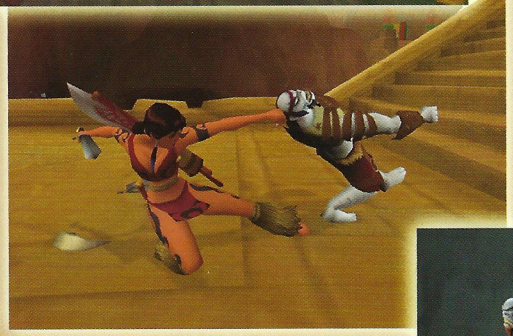


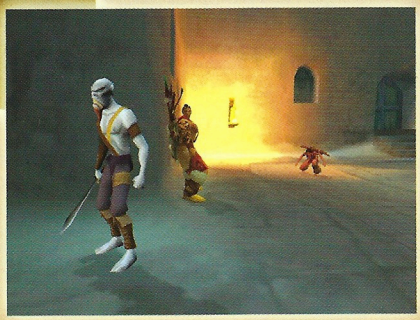


Production sketches for ***Rise of the Kasai***

Rise of the Kasai™







A Dual Duel

The combat system from ***The Mark of Kri*** has been incorporated into ***Rise of the Kasai***, but it is now tandem based. The online collaborative gameplay teams you up with a human controlled partner, while the single player mode teams you up with a computer controlled partner. ***Rise of the Kasai*** is not your typical "hack and slash" fighting game; the fight system allows the player to hit enemies from all directions with the dexterity and fluidity normally seen in kung-fu movies, without disorienting camera movements. Removing the need to orientate oneself to face the enemy during combat speeds up the action and creates a more cinematic feel during gameplay.

Double Your Fun Online

The biggest gameplay changes for ***Rise of the Kasai*** as compared to its predecessor involves how you can play — either with others in cooperative online gameplay or offline with a computer partner. The cooperative tandem gameplay found both online and offline is unlike any other game before it, offering players a one-of-a-kind gaming experience. For those who haven't been online yet, or those that are looking for a whole new online experience — ***Rise of the Kasai*** is the perfect place to start.

Rise of the Kasai™

Rau

The fierce warrior hero, Rau, was introduced in ***The Mark of Kri***. Rau is a large and intimidating warrior of great skill and strength, trained in the ways of the Rakus by his adopted father and noble warrior, Baumusu. In ***Rise of the Kasai***, Rau is led into a grand adventure in which he learns his true lineage and joins forces with a key contributor to the fate of his world, his sister Tati. Ten years have passed since the start of the story, where Kuzo has been informed that Rau is dead. The player is sent back in time to find out what led up to his demise and correct the errors. Rau finds himself fighting alongside his now older and tougher sister, Tati.

Weapons:

Rau is armed with four weapons from the start: a sword, a Taiaha (spear/staff), an axe, and a bow and arrow. Choose your weapon wisely. Only by scouting ahead, using Kuzo, and correctly anticipating which weapon is best suited for the next scenario, will the player be able to beat the game.

Tati

Tati is a very conflicted young woman and kid sister to Rau. Most of the people she has known and loved in her life were slaughtered at an early age. Tati is a valuable asset, carrying the darkest line of the "Kri" spell on her back, enabling her to see through the eyes of the dead and taint the minds of the living around her to become invisible. For these reasons and more, she was taken captive by the evil Kasai and used as a "battery" to bring the dead back to life. In ***Rise of the Kasai***, Tati finds herself in a rather volatile and rebellious state. She is skilled in the art of combat, but still a bit rough around the edges. Bearing a large chip on her shoulder, she wants to make good against those who harmed her in a world that marked her with a curse.

Weapons:

Tati has a projectile weapon that can also be used to set traps called "puffer mushrooms," dual daggers, a quarter staff with retracting blades, a heavy bladed weapon, and unarmed stealth combat. She also can "spirit walk" to see through the eyes of the dead and scout ahead; and when not moving, she is like a chameleon and can blend in with the environment.

*More playable characters to be revealed soon!

Rise of the Kasai™

BottleRocket entertainment

BottleRocket Entertainment, Inc. has brought together the animated feature film and videogame industries to produce visually striking games and build a reputation for style, innovation and critical acclaim.

Formed in 2002 by 10 original members of the team that developed ***The Mark of Kri™***, BottleRocket is headed by Jay Beard, president & CEO, previously director of product development in SCEA's San Diego studio.

BottleRocket Entertainment employees hold credits that span videogame history such as: ***Dick Tracy®, Starflight™, VectorMan™, World Series Baseball™, Jurassic Park®, Raptor-Call of the Shadows™***, and ***Rise of the Triad™***.

BottleRocket staff also have credits in major animated motion pictures ***Sinbad™, Ice Age™, The Prince of Egypt™***, and ***The Road to El Dorado™***.

BottleRocket's signature approach to development ensures that every part of the game accurately reflects the desired mood. They strive to create videogames from the inside-out, as an art form unto itself by using every tool available to them, including design, music, lighting, animation and technology.

Continuing to set a precedent and define themselves as art-centric developers, BottleRocket Entertainment, Inc. is determined to provide the highest quality in videogame entertainment.

Q&A with Jay Beard

President & CEO of BottleRocket Entertainment, Inc.

Q: What is BottleRocket Entertainment's studio philosophy?

BottleRocket is an art-centric studio that has brought together two entertainment sectors — the animated feature film and videogame industries. Many key members have been making games in excess of fifteen years across many different platforms, and our approach to game development has evolved out of this experience and previous experiences in the feature film industry.

We at BottleRocket liken ourselves to an independent film studio, and want to make games that are above all else, are entertaining art forms. As the PlayStation®2 audience matures and becomes more sophisticated, gamers want a product that doesn't insult their intelligence or their age, and these are exactly the kind of games that BottleRocket intends to make.

Q: What is the overall goal of *Rise of the Kasai* and what do you hope gamers will gain after playing it?

A: The overall goal is to once again unify the industries of animation and games as we did with ***The Mark of Kri™***; and produce a stylized, dynamic, but above all — an entertaining videogame. This time around, the ability to experience a two-player game whether you have a friend online or if you prefer to play alone is an exciting evolution. ***The Mark of Kri™*** was about scouting ahead and planning the best course of action; in ***Rise of the Kasai™*** it is the now multiplied by two. You now have two heroes and two brains working towards a common goal.

Q: How do Rau and Tati work together in offline and online gameplay?

A: From the ground up the game was designed for cooperative play; so the player can go online and play with a friend or play offline with the games sophisticated AI. If a player begins the game playing with an online buddy, but decides he no longer wants to play with him anymore, he can easily switch to offline play and continue on with the AI taking over for his friend. Then if the player changes his mind again and decides he wants to continue online with a new friend, they can both continue on from that point without interruption or replay.

This system allows for seamless transition back and forth between online co-operative and offline AI gameplay.

Q: How does the combat system work and how is it unique?

A: Using the right analog stick, up to nine opponents in the player's immediate proximity range can be attacked by using the right analog stick to lock onto the targets and assign specific or multiple face buttons to erupt lethal combos. Details about how the online combat works will be announced at a later date.